

CLAIMS

1. A game machine having receiving means for receiving an e-mail and sending means for sending said e-mail, said game machine being connected with a public communication network, comprising;

progress state controlling means for storing and controlling a state of a progress of a story in a game for each player;

player identification means for identifying a player from an origin of said e-mail received through said receiving means;

instruction obtaining means for analyzing contents of a sentence of said received mail so as to obtain as instruction information;

story processing means for judging said state of said progress of said story corresponding to said player, said player being identified by said player identification means, and for processing a development of said story in said game on the basis of said judged state of said progress and said instruction information;

reply mail preparing means for preparing a reply mail for sending information in response to said instruction information according to said development of said story processed by said story processing means; and

reply mail processing means for sending said reply mail prepared by said reply mail preparing means to said player identified by said player identification means through said sending means.

2. The game machine according to claim 1, further comprising corresponding word storing means for storing information of a plurality of words which corresponds to said instruction information, wherein said instruction obtaining means has sentence analyzing means for analyzing said contents of said sentence of said received mail by checking said contents of said sentence of said received mail and said information of a plurality of said words which is stored in said corresponding word storing means.

3. The game machine according to claim 1, further comprising error judging means for judging that said instruction obtaining means is impossible to analyze said contents of said sentence of said received mail, and error mail preparing means for preparing an error mail when impossibility of said analysis of said contents of said sentence of said received mail being judged by said error judging means, wherein said reply mail processing means sends said error mail prepared by said error mail preparing means to said

player identified by said player identification means through said sending means.

4. The game machine according to claim 1, further comprising reply time processing means for computing time for sending said reply mail prepared by said reply mail preparing means on the basis of said development of said story processed by said story processing means, and for allowing said reply mail processing means to send said reply mail when it comes said time to send.

5. The game machine according to claim 1, wherein said reply mail preparing means prepares said reply mail with a predetermined image being attached on the basis of said development of said story processed by said story processing means.

6. The game machine according to claim 2, further comprising web processing means for distributing various kinds of information, said web processing means being connected with said public communication network, and distributing word information producing means for producing said information of a plurality of words which is stored in said corresponding word storing means as distributing word information which can be distributed through

said web processing means.

7. The game machine according to claim 1, further comprising web processing means for distributing various kinds of information, said web processing means being connected with said public communication network, and ranking computing means for computing ranking of said player in said game on the basis of said state of said progress of said story for each player which is stored in and controlled by said progress state controlling means, and ranking information producing means for producing said ranking of said player computed by said ranking computing means as ranking information which can be distributed through said web processing means.

8. A method of advancing a game with a plurality of terminal units for sending and receiving an e-mail through a player, said terminal units being connected with a public communication network, and said game machine according to claim 1, comprising;

storing and controlling a state of a progress of a story in said game for each player by said progress state controlling means;

identifying said player by said player identification means by an origin of said received e-mail when receiving said e-mail by said receiving

means from one of said terminal units;

analyzing contents of a sentence of said received e-mail so as to obtain as instruction information by said instruction obtaining means;

judging said state of said progress of said story corresponding to said player which was identified by said player identification means and processing a development of said story in said game on the basis of said judged state of said progress and said instruction information by said story processing means;

preparing a reply mail for sending information in response to said instruction information on the basis of said processing of said development of said story by said reply mail preparing means; and

sending said reply mail prepared by said reply mail preparing means to said player which was identified by said player identification means by said reply mail processing means through said sending means.

9. The method of advancing said game according to claim 8 wherein said terminal unit is a mobile phone.